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L7	1	SEA LI	AND	L6																
L8	366	SEA LI	AND	HASH#	###															
L9	30	SEA L	AND	HASH#	###	AND	L2													
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Search Options:
Search for both singular and plurals: YES
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Display intermediate result sets : NO

Num	Search	Hits
#1	collision? W/2 (resol? OR avoid?)	415
#2	#1 AND chain?	6
#3	hash? AND chain?	3
#4	(linked OR pointer) W/2 list?	51
#5	#4 AND chain?	2
#6	#4 AND hash?	1
#7	collision? W/2 (resolution? OR resolv?)	48
#8	#7 AND (hash? OR chain?)	2
#9	#7 AND (linked OR pointer?)	. 0
#10	collision? AND (linked OR pointer?)	5

INSPEC 4358851 C9304-6120-017

Doc Type: Conference Paper

Title: Hash table in massively parallel systems

Authors: Yen, I.-L.; Bastani, F.

Affiliation: Dept. of Comput. Sci., Houston Univ., TX, USA

Conf. Title: Proceedings. Sixth International Parallel Processing

Symposium (Cat. No.92TH0419-2)

p. 660-4

Editors: Prasanna, V.K.; Canter, L.H.

Publisher: IEEE Comput. Soc. Press

Los Alamitos, CA, USA
Date: 1992 xviii+693 pp.
Country of Publication: USA

ISBN: 0 8186 2672 0

CCC: 0 8186 2672 0/92\$03.00

Language: English

Conf. Date: 23-26 March 1992

Conf. Loc: Beverly Hills, CA, USA

Conf. Sponsor: IEEE; ACM

Treatment: Practical

Abstract: The authors look at the performance and new collision resolution strategies for hash tables in massively parallel systems. The results show that using a hash table with linear probing yields O(logN) time performance for handling M accesses by N processors when the load factor of the table is 50%, where N is the size of the hash table. This is better than the performance of using sorted arrays. Two phase hashing gives an average time complexity O(logN) for M simultaneous accesses to a hash table of size N even when the table has 100% load. Simulation results also show that hypercube hashing significantly outperforms linear probing and double hashing.

Classification: C6120 (File organisation); C5440 (Multiprocessing systems); C4240 (Programming and algorithm theory); C5470 (Performance evaluation and testing)

Thesaurus: Computational complexity; File organisation; Parallel processing; Performance evaluation

Free Terms: Hash table; Simulation results; Massively parallel systems; Performance; Collision resolution; Linear probing; Time complexity; Hypercube hashing; Double hashing

Item Availability: Image.